

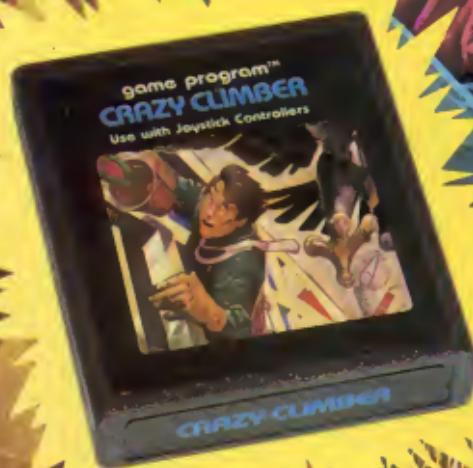
Atari Age

CRAZY CLIMBER

GO
FOR IT!

CRAZY CLIMBER

NEW!
AVAILABLE NOW
ONLY FROM THE
ATARI CLUB



CRAZY CLIMBER

**A SMASH HIT ARCADE GAME—
A GREAT HOME GAME**

Now available from The Atari Club!

**NOT AT ANY STORE! AN EXCLUSIVE
ATARI CLUB CARTRIDGE INTRODUCTION!**

GO FOR IT, CRAZY CLIMBER!

Head for the top of that building—but watch out! The windows keep closing on your fingers—the Mad Doctor is tossing down things to knock you off—that darned bird drops eggs at you—there's an electrical sign with a shocking loose wire—girders and rivets keep falling at you—and there are four different buildings waiting for you!

This is not going to be easy, Crazy Climber—but it is going to be lots of fun!

It will be at least six months before *Crazy Climber* is sold at any store—but Atari Club members can get *Crazy Climber* in March by ordering today!

To Order: Call 1-800-345-8600
(PA residents call 1-800-662-5180)
Or use the convenient Mail Order Form

Just \$26.95

MAKE YOUR OWN

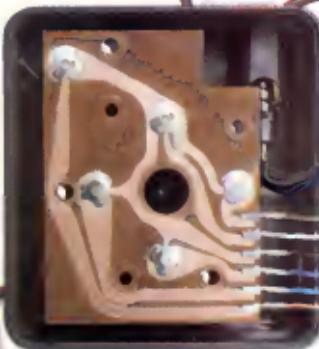
Attention all lefties! You don't have to be stuck with a right-handed stick any more!

The Atari joystick is a wonderful control device, but it's designed with right-handed players in mind. The normal playing position puts the firing button on the left, and the player moves the joystick with the right hand. Lefties have to use their stronger hand to push the firing button, and their weaker hand for joystick movement—that's not fair!

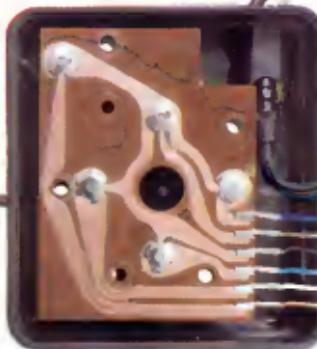
We took the problem to Dave Remsen, one of Atari's chief hardware engineers, and he came up with a remarkably simple solution. By opening up the joystick and switching four of the wire connections, you can change a regular joystick into a left-handed joystick!



LEFT-HANDED JOYSTICK



ORIGINAL WIRING



"LEFTY" MODIFICATION

Opening the joystick is easy—just remove the four screws from the bottom and the top pull right off. In the base of the joystick you'll find a printed circuit board with six wires attached. There are two different styles of boards—the type shown below, with all six wires on one side, and another layout with three wires on each side. Whichever style you have, the connectors are easy to move—they just slip on and off the circuit board—and the wiring changes follow the color code shown below.

When you've made the wiring changes and screwed the joystick shut, just turn your updated joystick so the red firing button is on the top right side. You now control up-and-down and side-to-side action with the usual pulls and pushes, but your left-handed firepower is right where you want it! □

Copyright (1982) by Atari Club, Inc. All rights reserved. THE ATARI CLUB and ATARI AGE are trademarks of Atari Club, Inc. Atari is a registered trademark of Atari, Inc. ACTION CONTROLS, BASIC ATARI GAME CENTER, ATARI VIDEO GAME, COUNTERMEASURES, EARTHWORLD, GRID FIREWORLD, GAME PROGRAM, MELLIPSIDE, SUPER RELEASED, SURVIVOR, TURBOQUAKE, TRAIL BAIL, GRID VIDEO COMPUTER, GRID, GRID 2000, GRID 3000, GRID 4000, GRID 5000, GRID 6000, GRID 7000, GRID 8000, GRID 9000, GRID 10000, GRID 11000, GRID 12000, GRID 13000, GRID 14000, GRID 15000, GRID 16000, GRID 17000, GRID 18000, GRID 19000, GRID 20000, GRID 21000, GRID 22000, GRID 23000, GRID 24000, GRID 25000, GRID 26000, GRID 27000, GRID 28000, GRID 29000, GRID 30000, GRID 31000, GRID 32000, GRID 33000, GRID 34000, GRID 35000, GRID 36000, GRID 37000, GRID 38000, GRID 39000, GRID 40000, GRID 41000, GRID 42000, GRID 43000, GRID 44000, GRID 45000, GRID 46000, GRID 47000, GRID 48000, GRID 49000, GRID 50000, GRID 51000, GRID 52000, GRID 53000, GRID 54000, GRID 55000, GRID 56000, GRID 57000, GRID 58000, GRID 59000, GRID 60000, GRID 61000, GRID 62000, GRID 63000, GRID 64000, GRID 65000, GRID 66000, GRID 67000, GRID 68000, GRID 69000, GRID 70000, GRID 71000, GRID 72000, GRID 73000, GRID 74000, GRID 75000, GRID 76000, GRID 77000, GRID 78000, GRID 79000, GRID 80000, GRID 81000, GRID 82000, GRID 83000, GRID 84000, GRID 85000, GRID 86000, GRID 87000, GRID 88000, GRID 89000, GRID 90000, GRID 91000, GRID 92000, GRID 93000, GRID 94000, GRID 95000, GRID 96000, GRID 97000, GRID 98000, GRID 99000, GRID 100000, GRID 101000, GRID 102000, GRID 103000, GRID 104000, GRID 105000, GRID 106000, GRID 107000, GRID 108000, GRID 109000, GRID 110000, GRID 111000, GRID 112000, GRID 113000, GRID 114000, GRID 115000, GRID 116000, GRID 117000, GRID 118000, GRID 119000, GRID 120000, GRID 121000, GRID 122000, GRID 123000, GRID 124000, GRID 125000, GRID 126000, GRID 127000, GRID 128000, GRID 129000, GRID 130000, GRID 131000, GRID 132000, GRID 133000, GRID 134000, GRID 135000, GRID 136000, GRID 137000, GRID 138000, GRID 139000, GRID 140000, GRID 141000, GRID 142000, GRID 143000, GRID 144000, GRID 145000, GRID 146000, GRID 147000, GRID 148000, GRID 149000, GRID 150000, GRID 151000, GRID 152000, GRID 153000, GRID 154000, GRID 155000, GRID 156000, GRID 157000, GRID 158000, GRID 159000, GRID 160000, GRID 161000, GRID 162000, GRID 163000, GRID 164000, GRID 165000, GRID 166000, GRID 167000, GRID 168000, GRID 169000, GRID 170000, GRID 171000, GRID 172000, GRID 173000, GRID 174000, GRID 175000, GRID 176000, GRID 177000, GRID 178000, GRID 179000, GRID 180000, GRID 181000, GRID 182000, GRID 183000, GRID 184000, GRID 185000, GRID 186000, GRID 187000, GRID 188000, GRID 189000, GRID 190000, GRID 191000, GRID 192000, GRID 193000, GRID 194000, GRID 195000, GRID 196000, GRID 197000, GRID 198000, GRID 199000, GRID 200000, GRID 201000, GRID 202000, GRID 203000, GRID 204000, GRID 205000, GRID 206000, GRID 207000, GRID 208000, GRID 209000, GRID 210000, GRID 211000, GRID 212000, GRID 213000, GRID 214000, GRID 215000, GRID 216000, GRID 217000, GRID 218000, GRID 219000, GRID 220000, GRID 221000, GRID 222000, GRID 223000, GRID 224000, GRID 225000, GRID 226000, GRID 227000, GRID 228000, GRID 229000, GRID 230000, GRID 231000, GRID 232000, GRID 233000, GRID 234000, GRID 235000, GRID 236000, GRID 237000, GRID 238000, GRID 239000, GRID 240000, GRID 241000, GRID 242000, GRID 243000, GRID 244000, GRID 245000, GRID 246000, GRID 247000, GRID 248000, GRID 249000, GRID 250000, GRID 251000, GRID 252000, GRID 253000, GRID 254000, GRID 255000, GRID 256000, GRID 257000, GRID 258000, GRID 259000, GRID 260000, GRID 261000, GRID 262000, GRID 263000, GRID 264000, GRID 265000, GRID 266000, GRID 267000, GRID 268000, GRID 269000, GRID 270000, GRID 271000, GRID 272000, GRID 273000, GRID 274000, GRID 275000, GRID 276000, GRID 277000, GRID 278000, GRID 279000, GRID 280000, GRID 281000, GRID 282000, GRID 283000, GRID 284000, GRID 285000, GRID 286000, GRID 287000, GRID 288000, GRID 289000, GRID 290000, GRID 291000, GRID 292000, GRID 293000, GRID 294000, GRID 295000, GRID 296000, GRID 297000, GRID 298000, GRID 299000, GRID 300000, GRID 301000, GRID 302000, GRID 303000, GRID 304000, GRID 305000, GRID 306000, GRID 307000, GRID 308000, GRID 309000, GRID 310000, GRID 311000, GRID 312000, GRID 313000, GRID 314000, GRID 315000, GRID 316000, GRID 317000, GRID 318000, GRID 319000, GRID 320000, GRID 321000, GRID 322000, GRID 323000, GRID 324000, GRID 325000, GRID 326000, GRID 327000, GRID 328000, GRID 329000, GRID 330000, GRID 331000, GRID 332000, GRID 333000, GRID 334000, GRID 335000, GRID 336000, GRID 337000, GRID 338000, GRID 339000, GRID 340000, GRID 341000, GRID 342000, GRID 343000, GRID 344000, GRID 345000, GRID 346000, GRID 347000, GRID 348000, GRID 349000, GRID 350000, GRID 351000, GRID 352000, GRID 353000, GRID 354000, GRID 355000, GRID 356000, GRID 357000, GRID 358000, GRID 359000, GRID 360000, GRID 361000, GRID 362000, GRID 363000, GRID 364000, GRID 365000, GRID 366000, GRID 367000, GRID 368000, GRID 369000, GRID 370000, GRID 371000, GRID 372000, GRID 373000, GRID 374000, GRID 375000, GRID 376000, GRID 377000, GRID 378000, GRID 379000, GRID 380000, GRID 381000, GRID 382000, GRID 383000, GRID 384000, GRID 385000, GRID 386000, GRID 387000, GRID 388000, GRID 389000, GRID 390000, GRID 391000, GRID 392000, GRID 393000, GRID 394000, GRID 395000, GRID 396000, GRID 397000, GRID 398000, GRID 399000, GRID 400000, GRID 401000, GRID 402000, GRID 403000, GRID 404000, GRID 405000, GRID 406000, GRID 407000, GRID 408000, GRID 409000, GRID 410000, GRID 411000, GRID 412000, GRID 413000, GRID 414000, GRID 415000, GRID 416000, GRID 417000, GRID 418000, GRID 419000, GRID 420000, GRID 421000, GRID 422000, GRID 423000, GRID 424000, GRID 425000, GRID 426000, GRID 427000, GRID 428000, GRID 429000, GRID 430000, GRID 431000, GRID 432000, GRID 433000, GRID 434000, GRID 435000, GRID 436000, GRID 437000, GRID 438000, GRID 439000, GRID 440000, GRID 441000, GRID 442000, GRID 443000, GRID 444000, GRID 445000, GRID 446000, GRID 447000, GRID 448000, GRID 449000, GRID 450000, GRID 451000, GRID 452000, GRID 453000, GRID 454000, GRID 455000, GRID 456000, GRID 457000, GRID 458000, GRID 459000, GRID 460000, GRID 461000, GRID 462000, GRID 463000, GRID 464000, GRID 465000, GRID 466000, GRID 467000, GRID 468000, GRID 469000, GRID 470000, GRID 471000, GRID 472000, GRID 473000, GRID 474000, GRID 475000, GRID 476000, GRID 477000, GRID 478000, GRID 479000, GRID 480000, GRID 481000, GRID 482000, GRID 483000, GRID 484000, GRID 485000, GRID 486000, GRID 487000, GRID 488000, GRID 489000, GRID 490000, GRID 491000, GRID 492000, GRID 493000, GRID 494000, GRID 495000, GRID 496000, GRID 497000, GRID 498000, GRID 499000, GRID 500000, GRID 501000, GRID 502000, GRID 503000, GRID 504000, GRID 505000, GRID 506000, GRID 507000, GRID 508000, GRID 509000, GRID 510000, GRID 511000, GRID 512000, GRID 513000, GRID 514000, GRID 515000, GRID 516000, GRID 517000, GRID 518000, GRID 519000, GRID 520000, GRID 521000, GRID 522000, GRID 523000, GRID 524000, GRID 525000, GRID 526000, GRID 527000, GRID 528000, GRID 529000, GRID 530000, GRID 531000, GRID 532000, GRID 533000, GRID 534000, GRID 535000, GRID 536000, GRID 537000, GRID 538000, GRID 539000, GRID 540000, GRID 541000, GRID 542000, GRID 543000, GRID 544000, GRID 545000, GRID 546000, GRID 547000, GRID 548000, GRID 549000, GRID 550000, GRID 551000, GRID 552000, GRID 553000, GRID 554000, GRID 555000, GRID 556000, GRID 557000, GRID 558000, GRID 559000, GRID 560000, GRID 561000, GRID 562000, GRID 563000, GRID 564000, GRID 565000, GRID 566000, GRID 567000, GRID 568000, GRID 569000, GRID 570000, GRID 571000, GRID 572000, GRID 573000, GRID 574000, GRID 575000, GRID 576000, GRID 577000, GRID 578000, GRID 579000, GRID 580000, GRID 581000, GRID 582000, GRID 583000, GRID 584000, GRID 585000, GRID 586000, GRID 587000, GRID 588000, GRID 589000, GRID 590000, GRID 591000, GRID 592000, GRID 593000, GRID 594000, GRID 595000, GRID 596000, GRID 597000, GRID 598000, GRID 599000, GRID 600000, GRID 601000, GRID 602000, GRID 603000, GRID 604000, GRID 605000, GRID 606000, GRID 607000, GRID 608000, GRID 609000, GRID 610000, GRID 611000, GRID 612000, GRID 613000, GRID 614000, GRID 615000, GRID 616000, GRID 617000, GRID 618000, GRID 619000, GRID 620000, GRID 621000, GRID 622000, GRID 623000, GRID 624000, GRID 625000, GRID 626000, GRID 627000, GRID 628000, GRID 629000, GRID 630000, GRID 631000, GRID 632000, GRID 633000, GRID 634000, GRID 635000, GRID 636000, GRID 637000, GRID 638000, GRID 639000, GRID 640000, GRID 641000, GRID 642000, GRID 643000, GRID 644000, GRID 645000, GRID 646000, GRID 647000, GRID 648000, GRID 649000, GRID 650000, GRID 651000, GRID 652000, GRID 653000, GRID 654000, GRID 655000, GRID 656000, GRID 657000, GRID 658000, GRID 659000, GRID 660000, GRID 661000, GRID 662000, GRID 663000, GRID 664000, GRID 665000, GRID 666000, GRID 667000, GRID 668000, GRID 669000, GRID 670000, GRID 671000, GRID 672000, GRID 673000, GRID 674000, GRID 675000, GRID 676000, GRID 677000, GRID 678000, GRID 679000, GRID 680000, GRID 681000, GRID 682000, GRID 683000, GRID 684000, GRID 685000, GRID 686000, GRID 687000, GRID 688000, GRID 689000, GRID 690000, GRID 691000, GRID 692000, GRID 693000, GRID 694000, GRID 695000, GRID 696000, GRID 697000, GRID 698000, GRID 699000, GRID 700000, GRID 701000, GRID 702000, GRID 703000, GRID 704000, GRID 705000, GRID 706000, GRID 707000, GRID 708000, GRID 709000, GRID 710000, GRID 711000, GRID 712000, GRID 713000, GRID 714000, GRID 715000, GRID 716000, GRID 717000, GRID 718000, GRID 719000, GRID 720000, GRID 721000, GRID 722000, GRID 723000, GRID 724000, GRID 725000, GRID 726000, GRID 727000, GRID 728000, GRID 729000, GRID 730000, GRID 731000, GRID 732000, GRID 733000, GRID 734000, GRID 735000, GRID 736000, GRID 737000, GRID 738000, GRID 739000, GRID 740000, GRID 741000, GRID 742000, GRID 743000, GRID 744000, GRID 745000, GRID 746000, GRID 747000, GRID 748000, GRID 749000, GRID 750000, GRID 751000, GRID 752000, GRID 753000, GRID 754000, GRID 755000, GRID 756000, GRID 757000, GRID 758000, GRID 759000, GRID 760000, GRID 761000, GRID 762000, GRID 763000, GRID 764000, GRID 765000, GRID 766000, GRID 767000, GRID 768000, GRID 769000, GRID 770000, GRID 771000, GRID 772000, GRID 773000, GRID 774000, GRID 775000, GRID 776000, GRID 777000, GRID 778000, GRID 779000, GRID 780000, GRID 781000, GRID 782000, GRID 783000, GRID 784000, GRID 785000, GRID 786000, GRID 787000, GRID 788000, GRID 789000, GRID 790000, GRID 791000, GRID 792000, GRID 793000, GRID 794000, GRID 795000, GRID 796000, GRID 797000, GRID 798000, GRID 799000, GRID 800000, GRID 801000, GRID 802000, GRID 803000, GRID 804000, GRID 805000, GRID 806000, GRID 807000, GRID 808000, GRID 809000, GRID 810000, GRID 811000, GRID 812000, GRID 813000, GRID 814000, GRID 815000, GRID 816000, GRID 817000, GRID 818000, GRID 819000, GRID 820000, GRID 821000, GRID 822000, GRID 823000, GRID 824000, GRID 825000, GRID 826000, GRID 827000, GRID 828000, GRID 829000, GRID 830000, GRID 831000, GRID 832000, GRID 833000, GRID 834000, GRID 835000, GRID 836000, GRID 837000, GRID 838000, GRID 839000, GRID 840000, GRID 841000, GRID 842000, GRID 843000, GRID 844000, GRID 845000, GRID 846000, GRID 847000, GRID 848000, GRID 849000, GRID 850000, GRID 851000, GRID 852000, GRID 853000, GRID 854000, GRID 855000, GRID 856000, GRID 857000, GRID 858000, GRID 859000, GRID 860000, GRID 861000, GRID 862000, GRID 863000, GRID 864000, GRID 865000, GRID 866000, GRID 867000, GRID 868000, GRID 869000, GRID 870000, GRID 871000, GRID 872000, GRID 873000, GRID 874000, GRID 875000, GRID 876000, GRID 877000, GRID 878000, GRID 879000, GRID 880000, GRID 881000, GRID 882000, GRID 883000, GRID 884000, GRID 885000, GRID 886000, GRID 887000, GRID 888000, GRID 889000, GRID 890000, GRID 891000, GRID 892000, GRID 893000, GRID 894000, GRID 895000, GRID 896000, GRID 897000, GRID 898000, GRID 899000, GRID 900000, GRID 901000, GRID 902000, GRID 903000, GRID 904000, GRID 905000, GRID 906000, GRID 907000, GRID 908000, GRID 909000, GRID 910000, GRID 911000, GRID 912000, GRID 913000, GRID 914000, GRID 915000, GRID 916000, GRID 917000, GRID 918000, GRID 919000, GRID 920000, GRID 921000, GRID 922000, GRID 923000, GRID 924000, GRID 925000, GRID 926000, GRID 927000, GRID 928000, GRID 929000, GRID 930000, GRID 931000, GRID 932000, GRID 933000, GRID 934000, GRID 935000, GRID 936000, GRID 937000, GRID 938000, GRID 939000, GRID 940000, GRID 941000, GRID 942000, GRID 943000, GRID 944000, GRID 945000, GRID 946000, GRID 947000, GRID 948000, GRID 949000, GRID 950000, GRID 951000, GRID 952000, GRID 953000, GRID 954000, GRID 955000, GRID 956000, GRID 957000, GRID 958000, GRID 959000, GRID 960000, GRID 961000, GRID 962000, GRID 963000, GRID 964000, GRID 965000, GRID 966000, GRID 967000, GRID 968000, GRID 969000, GRID 970000, GRID 971000, GRID 972000, GRID 973000, GRID 974000, GRID 975000, GRID 976000, GRID 977000, GRID 978000, GRID 979000, GRID 980000, GRID 981000, GRID 982000, GRID 983000, GRID 984000, GRID 985000, GRID 986000, GRID 987000, GRID 988000, GRID 989000, GRID 990000, GRID 991000, GRID 992000, GRID 993000, GRID 994000, GRID 995000, GRID 996000, GRID 997000, GRID 998000, GRID 999000, GRID 1000000.

INTRELLIS is © 1982 by Columbia Pictures Industries, Inc. PIGGY POSITION is engineered and designed by Ed Nease. It is manufactured under license by Atari, Inc. SUPERMAN and CLARK KENT are trademarks of and © DC Comics Inc. 1979 VANGUARD and PHOENIX are trademarks licensed by General Inc. ALPHA and BETA are trademarks of 1980 CATCH-A-CAT. CATCH-A-CAT is a trademark of General Inc. TRAIN RACE was written and directed by Alan, Inc. and Children's Computer Workshop. © 1982 © Children's Computer Workshop. RED KIDS EGG CATCH, COOKIE MONSTER MUNCH, GROVER'S MUSIC MAKER, and OSCAR'S TRAIN RACE feature Jim Henson's Sesame Street Muppets. Page 12 Questions from Dan Geddes reprinted with permission of David Schermer, Omni-Magazine.



Captain's Log

We're always trying to find new ways to bring Atari Club members "something extra" -- a special offer, or some advance information that isn't available to the general public. Well, we've really come through this time! We've arranged for Atari Club members to receive Crazy Climber, the home version of a tremendous arcade hit, in March -- at least six months before it is sold at any store.

What a terrific addition to Members' cartridge collections -- a game no one outside the Club can buy! And this is just the first of the Club's Exclusive Cartridge Introductions. If members respond the way I expect they will, we'll be able to bring you more exciting new games long before they reach store shelves.

I've invested enough quarters in the arcade version of Crazy Climber to know just how good an adaptation our new home game cartridge is. And frankly, I'm thrilled that it's available now only through The Atari Club. The more special treatment for Atari Club members, the better!

Steve Morgenstern

P.S. More good news! Atari has lowered prices on many of its most popular cartridges -- so we're lowering your Club prices too! Plus, we have a special free cartridge offer just for Club members. All the details are on page 19.
Happy New Year!

ATARI AGE CONTENTS

JANUARY/FEBRUARY 1983 VOL 1 NO 5

ATARI AGE (ISSN 0162-8890) is published bimonthly by The Atari Club, 1790 Walnut St., Philadelphia, PA 19103. Third class bulk rate postage paid at Philadelphia, PA and at additional mailing offices.

Any material sent to Atari Age is in response to any invitation in this issue or letters to the editor will become the sole property of The Atari Club and may be published or otherwise disposed of at the absolute discretion of The Atari Club without further notice.

Make Your Own Left-Handed Joystick / Page 4

Captain's Log / Page 5

Game-Grams / Page 6

New Cartridge Report / Page 8

Coin Video Corner / Page 9

Sneak Peaks / Page 11

Climbing the Walls / Page 12

Clubhouse Store / Page 14

Contest / Page 15

5200 Flash / Page 17

Your Turn / Page 18

EDITOR

Steve Morgenstern

DESIGN DIRECTOR

Tony Price

CLUB DIRECTOR

Parker Jarrell

RESEARCH EDITOR

Hollace Ann Rutkowska

Game-Grams

Dear Atari Club,
What does the Atari symbol stand for? Does it have to do with the game Go?

Chris Bannister
Baltimore, MD

We went right to the source for the answer—the man who designed the famous Atari symbol back in 1972, when the company was just getting started. The designer's name is George Opperman. At the time he created the Atari symbol,



he was a freelance artist working with the company. Today George is in charge of all graphics for Atari's coin video department!

George tells us that the corporate logo basically represents a stylized letter "A" to stand for "Atari." He did have an added inspiration in designing the symbol, though. Back in 1972, Atari's claim to fame was "Pong," and George says the two side pieces of the Atari symbol represent two opposing video game players, with the center line of the "Pong" court in the middle.

So you see, there is no Go reason for the design. However, the Japanese influence has made a significant contribution to the Atari symbol—it's nickname. The three-pronged symbol is widely known as the Atari "fut" although nobody

at the company could tell us how the nickname originated. The best guess is that the shape reminded someone of Japan's famous Mount Fuji—but no one seems to know who came up with the nickname, or when, or why.

—Editor

Dear Atari Club,
A friend of mine told me that the light cycle racing game in the movie "Tron" is based on an Atari home video game. I don't see any games like that in the cartridge listings, though, so I told him he's crazy. Who's right?

Jamie Gipson
Galveston, TX

Officially, you're correct—there is no direct tie-in between the light cycle segment of "Tron" and any Atari cartridge. However, your friend has spotted a very interesting similarity between the movie game and one of the early Atari Game Program cartridges, *Surround*. In *Surround*, each player maneuvers a block which leaves a trailing wall behind it. Cutting off your opponent and making him crash into a wall is the object of the game. Sound familiar?

—Editor

Dear Atari Club,
Is Atari making any plans for a voice synthesizer for the Atari VCS?

Candido Martinez Jr
Bronx, NY

At this time, the answer is no. However, Atari engineers are working on a voice synthesizer for the new \$200 game system which promises to deliver the most realistic speech of any video game system on the market. And most important of all, the games being designed to take

advantage of this new technology use the voice capability as an important part of gameplay—not just as audio decoration. We'll keep you posted on the latest developments in talking Atari games in upcoming issues.

—Editor

Dear Atari Club,
I've been talking to my parents about going to Atari Computer Camp this summer, but I need more information—like where the camps will be, and how much it will cost. Can you tell me?

Arthur Whitehouse
Brattle, NJ

The first season of Atari Computer Camps was such a success, Atari is expanding to six camps across the country for summer '83. To receive a free brochure and all the up-to-date details, you can call toll-free 1-800-847-4180 (in New York call collect 212-889-5200), or write to Atari Computer Camps, 40 East 34th Street, New York, NY 10016.

—Editor

Keep those cards and letters coming, Club Members!

Send your questions and comments about Atari games to Editor, *Atari Age*, 1700 Walnut Street, Philadelphia, PA 19103. If we print your letter in the magazine, we'll send you an Atari Game Program cartridge of your choice.

solution section

Wondering who won the "Seen in a Sign" contest in the September/October issue of *Atari Age*? So are we.

When we wrote the contest rules, we thought they were pretty clear. However, as we started wading knee-deep through the piles and piles of envelopes we received (there were over 30,000 responses in all), we discovered that a lot of people had some pretty weird ideas about what we meant by a "word"—so much so, in fact, that the numbers we had you write on the outside of your envelopes are way out of line for most of the highest entry claims. As a result, we are still checking your responses, and will have to hold off announcing the winners until the March/April issue of *Atari Age*. Look on the bright side—you don't know whether you won the contest, but you do know that you haven't lost yet.

ATARI BRINGS

MS. PAC-MAN

HOME!

She's the undisputed Queen of the Arcades — and she's coming to your house in February, with an unbeatable combination of action-packed features!

- *Changing mazes!*
- *Different bonus for each level—all the fruits and pretzels from the original arcade hit!*
- *Her own personal theme music!*
- *Bright, sharp-looking ghosts!*
- *Arcade-style title display!*
- *Sound cue to signal when power pill power is running low!*
- *Four difficulty levels!*

Your Price only \$26.95



**DON'T MS. OUT—
ORDER TODAY!**

CALL TOLL-FREE

1-800-345-8600

(PA residents call 1-800-662-5180)
or use the convenient Mail Order Form



New Cartridge Report

VANGUARD

How do you feel about danger?

If you like a nice, comfortable evening of checkers by the fireside, you'd better pass this game by.

On the other hand, if you're itching for non-stop action and intense gameplay, Vanguard is an absolute must!

Your spaceship flies through twisting, turning tunnels toward the lair of the deadly



One, facing nine different attack waves on the way!

Vanguard features outstanding rainbow-bright graphics, a spaceship with rapid-fire lasers forward, backward, and side to side,

and a "continues" feature that lets a new game start where the last one left off—all just like the arcade original!

This could be Atari's best space warfare game ever!

MS. PAC-MAN

What can you do to make the most popular video game of all time even better? That's the problem the people at Bally Midway faced after the tremendous success of Pac-Man. Their solution—have mazes that change at different play levels! Take the bonus fruit and make it move through the maze. And then they came up with a new star for their exciting new game—the glamorous Ms. Pac-Man!



Now Atari has packed all of the features that made Ms. Pac-Man the queen of the arcades into an exciting new home game and cartridge! You get multiple mazes and changing, bouncing bonus fruit, enhanced

sound effects, clearer, more colorful ghostly images, and even the original arcade song!

It's everything an Atari fan could ask for in a fun-Pac'd maze game!

PHOENIX

Phoenix is the second Atari game based on a hit Centuri coin video game (Vanguard is the other), and fans will be thrilled to find that the distinctive features of this arcade classic have been faithfully transferred to the fast-moving home video adaptation.

Players use laser cannons to fight off wave after wave of bird-like attackers from outer



space, and finally vanquish the powerful alien spaceship which the birds protect.

One key to the popularity of Phoenix is its unique shielding device. Putting back on the joystick activates a protective shield that

lasts about 1½ seconds and lets your laser cannon fire through at the enemy, while keeping you from moving! If there's an enemy bomb headed straight for you when that shield wears off, you're in deep trouble!

SWORDQUEST FIREWORLD

The SwordQuest action/adventure series continues in February with a thrilling challenge on a planet of flames—FIREWORLD!

The FireWorld puzzle is made up of ten rooms, some containing magical objects. These objects are the key to discovering the secrets of FireWorld—secrets which could win you a fabulous gold and platinum chal-



ice, encrusted with sapphires, diamonds, rubies, and pearls! It's a one-of-a-kind \$25,000 prize!

It won't be easy to win this incredible prize, though. Five action-packed tests of your skills as a warrior await you in this

treacherous world. You might be required to catch lethal knives, dodge plummeting bards, or kill deadly snakes. Master each exciting adventure and enter a treasure room, moving one step closer to conquering FIREWORLD!

AN EXCLUSIVE ATARI CLUB CARTRIDGE INTRODUCTION!

CRAZY CLIMBER

"Hey, look up there! Some guy is climbing the side of that building! He must be out of his mind!"

You're absolutely right—he is crazy! He's Crazy Climber, hero of one of the most popular arcade games of all time and now starring in his own Atari home video game!

Crazy Climber has lots of problems in his death-defying climb. First of all, the windows keep opening and closing—if they shut on his fingers, down he falls!



Then there's the Mad Doctor sticking his head out the window and tossing flowerpots, baskets of fruit, and buckets of water at our hero. And how about the bird flying past, dropping eggs on him?

It's going to be tough getting to the top. When he makes it, though, his friend in a helicopter is waiting to pick him up—and take him to another building! There are four

of them in all, with falling garden and rivets, an electrical sign with a loose wire waiting to jolt him, and windows closing faster with each floor he climbs.

He's got to be crazy to climb like that—and you'll be crazy about this hilarious new cartridge. Don't look for it at the stores, though. For at least six months, the only place to find *Crazy Climber* is the Atari Club!

video corner



Millipede

Attention Centipede fans—

Atari has a hot new arcade game that takes the basic elements of Centipede and adds dramatic new game-play features for unbelievable bug-blasting action.

Your shooter waits below as a dangerous millipede winds its way down a mushroom-clogged screen towards you. The millipede is just one small part of your problem, though. Dragonflies swarm onto the screen, flying treacherous attack patterns right at you. Barrages of deadly mepiqueules are unleashed without notice. Inchworms crawl past for extra-scoring opportunities while beetles scot across the screen to block your path. You do have a dramatic new weapon on in your battle against the forces of

bugdom, though—strategically placed DDT capsules. Shoot one and it explodes in a cloud of



pesticide, wiping out any bugs in the vicinity.

Pole Position™

If you want to experience what it feels like to tear through a tough racecourse behind the wheel of a powerful Formula One car, play *Pole Position*.

Atari's new coin video racing game actually makes you believe you're behind the wheel. When you come whipping through a turn heading straight for a sign by the

roadside, you can't help but swing your body to one side as you swerve to avoid a collision. You can't avoid having your heart beat a mile a minute as you press the accelerator to the floor and try to pass the lifelike cars blocking your path. The sounds, the feeling, the sensation of racing is captured with such incredible pulse-pounding realism, you'll swear you smell racing fuel and scorched tire tread in your favorite arcade.



This \$25,000 Gold Chalice Can Be Yours!

Solve The
Mystery Of

SwordQuest FireWorld

SWORDQUESTTM—a revolutionary video game concept including four different cartridges linked in a continuing epic adventure.

Each cartridge is a thrilling video game on its own. And each is part of the SwordQuest Contest, with its own fabulous prize custom made for Atari at a cost of \$25,000! And for the final prize of the SwordQuest series, there is the Sword of Ultimatum.

HERE'S YOUR
LAST CHANCE
TO BECOME AN
OFFICIAL SWORDQUEST
ADVENTURER!



Receive each SwordQuest cartridge at your special Club Member price—get it as soon as it comes out—and get as a bonus four exclusive SwordQuest T-shirts. They're designed by the same artist who's creating the amazing SwordQuest comic books, and available only to Atari Club SwordQuest Adventurers at no additional cost!

Member reaction to this offer has been so tremendous that we're extending it for FireWorld only! Enroll in the SwordQuest Adventurer plan today and receive EarthWorld and FireWorld now, with WaterWorld and AirWorld sent to you as soon as they're released.

You'll find complete details on the Order Form attached to page 15.

Sorcery—an incredible \$80,000 jewel-encrusted blade!

The Quest began in October with EarthWorld.

It continues in February with FIREWORLD!

Enter FireWorld as a warrior, searching for clues buried in the game and the special DC comic book packed with the cartridge. Conquer the five action-packed adventure sequences which await you, and use your cunning to discover the valid clues needed to enter the SwordQuest Fireworld Contest.

FireWorld is a dangerous place, and the Quest is demanding—but think how sweet it will be when the winner drinks a victory toast from a \$25,000 Golden Chalice!

**Order SwordQuest
FireWorld Today!**

Club Member Price \$31.98





SNEAK PEEKS

More Smash Hit Arcade Games Are On The Way!

Speaking with Atari's software development team, we discovered that there are three more Atari VCS adaptations of major arcade hits on the schedule for the first half of 1983—and that's in addition to the four blockbusters featured in this issue!

We have to hold off on revealing the names of the games which are in the works for now—but nobody can blame us for giving you a few hints, right?

If all goes according to schedule, you'll find announcements of two important arcade game adaptations in the March issue of *Atari Age*. One is based on the Atari coin video game that was the first hit game ever programmed by a woman. The other is the home video version of a tremendously successful space game created by Namco Ltd.

Later in the year we'll have the home version of a current Atari coin video smash hit featuring a hopping heroine.

Let's see, that's seven arcade classics Atari is bringing home in the first half of 1983. No question about it—it's going to be a great year for video gaming!

Atari To Introduce Advanced Controllers For VCS

For the video game fan who demands the finest play control possible, Atari is coming out with the answer to your prayers—a new precision joystick controller and a Trak-Ball for the Atari 2600!

The new joystick is a handheld design which rests comfortably in the palm. There are two fire buttons, one on each side, which can be used individually or together. A key change is the slender joystick shaft, which offers maximum sensitivity and precise control.

The new Trak-Ball controllers will provide the ultimate in speed and comfort for all games which are currently played with joystick controllers. Players use the compact tabletop unit to control on-screen action by spinning a sphere in the direction they want to move. This control system eliminates tired wrists and cramped fingers completely, while improving playing response dramatically for most people.

Both the advanced joystick and the Trak-Ball are due out in summer 1983.

FLASH! Just as we were going to press with this issue of *Atari Age*, we got word on another new VCS controller coming from Atari early in 1983—it's a remote controlled joystick! Now you'll be able to set up your video game and play it from up to 20 feet away from the game console. It's a terrifically convenient way to play your favorite games—you just attach the receiver to the joystick ports of your VCS console and play with the radio control joystick units from



any comfortable spot in the room. And since many of the latest games can be reset by simply pressing joystick trigger button, you can play for hours without ever touching the console.

We'll have all the details and ordering information in the next issue of *Atari Age*.

Krull Is Coming!

Summer '83 will bring us *Krull*, a Columbia Pictures film full of princesses in peril, weird villains, enchanted objects, and deeds of mythic heroism. *Krull* will be more than a movie, though—Atari is creating a home video game capturing all the on-screen action and adventure of this fascinating fantasy film. Planning and programming is now going on—we'll keep you up to date in future issues of *Atari Age*.

1 - 2 - 3 - 4 - 5 New Sesame Street Games Unveiled

Teamwork between Atari and the Children's Computer Workshop began only last June, but it's quickly produced very exciting results. In fact, there are two Atari/CCW cartridges scheduled for May 1983, with three more in July—and four of them feature the popular Sesame Street Muppet characters!

Tentative titles for the new games are *Grover's Music Maker*, *Alpha Beam*, *Oscar's Trash Race*, *Big Bird's Egg Catch*, and *Cookie Monster Munch*. The games combine wonderful character animation with basic concepts for preschool learners, including number, letter, and shape recognition and logic skills. Most important, the children who have tested the games love playing them!

The special controller designed for young gameplayers will also be ready by May. It's called the Kid's Controller, and looks something like a large touchpad controller, with big buttons for little fingers and brightly colored overlays for each different game.

Climbing the walls!

While playing your new *Crazy Climber* video game cartridge in the comfort of your living room, give a thought to the daredevils who inspired this thrill-packed game—and be grateful you can have the thrills without the chills that they went through!



It was a lonely night in New York City, and he felt rotten. Here he was, a visitor from overseas, and they were treating him like some kind of criminal—chasing after him half the time, running away from him the rest of the time—why, they had even tried to lock him up! It was depressing. He needed to do something different—something exciting. So he picked up his favorite girl and took her someplace romantic—the top of the Empire State Building, the tallest building in the world. What a view!

Of course, most tourists would have taken the elevator, but King Kong chose a slightly different approach—he climbed right up the side of the building! After all, a giant ape can't be expected to monkey around with stairs and elevators and such. And though Kong probably didn't know it, climbing buildings had become a kind of tradition... particularly when the building in question is the world's tallest!

The first great "Human Fly" was George Gibson Polley, whose wall crawling exploits made him a leading daredevil in the "Roaring Twenties."

Polley reached the top of the entertainment world early in his career—he climbed theater buildings to attract crowds before showtime.

Warming up to his role as a professional daredevil, Polley took his skill on the road, climbing 2,000 buildings throughout the United States. His assault on the Woolworth Building in New York, though, was probably his most ambitious stunt—the 792-foot building was the tallest man-made structure in the world in 1920, and Polley was determined to conquer it. He probably would have made it, too, if an officer of the law hadn't poked his head out just as George reached the 30th floor and arrested him for climbing a building without a permit!

There was a sudden flurry of climbing activity in the 1920s, as assorted "Human

flies" competed for the spotlight. When the 1920s ended, though, so did the building-climbing craze.

Over the course of the next 50 years, buildings kept getting bigger and bigger, but there was nobody to climb them. The Woolworth Building was surpassed as the world's tallest building time and again. For many years the Empire State Building reigned as the ultimate climb, one which only King Kong would attempt. It was not till 1974 that the Empire State was surpassed by the towering twin towers of the World Trade Center in New York—two side-by-side columns of offices soaring 110 stories 1,350 feet into the clouds.

A worthy challenge for any Human Fly.

And there was one young daredevil ready to take that challenge.

Making It To The Top in New York

His name was George Willig. He worked at the Ideal Toy Corporation, designing battery-powered mechanical figures like Electro Man and Zog the Terrible. And when all his fellow toymakers had left for the night, George would stay behind and work on a special project of his own—a metal block device that would lock securely into the tracks that guide the window washers' platform on the outside of the World Trade Center.

On Thursday, May 26, 1977, on a sunny New York morning, a young man was spotted approaching the south tower of the Trade Center in lower Manhattan. He was dressed like a mountain climber—heavy hiking boots, an orange backpack, and a long coil of nylon rope. A half hour later he was spotted again—this time high above Manhattan, and headed straight up.

Thousands of pedestrians stopped to point and stare as Willig crept upward at the rate of about two minutes per floor. Traffic stopped dead, a police helicopter flew in, and an expert suicide rescuer was brought to the scene to talk the young man down. But it soon became clear that Willig was not crazy—and he was determined.

It took just over 3 hours for him to reach the roof, to the riotous cheers of the crowd below him—and the waiting arms of police, who promptly arrested him. He was threatened with a lawsuit for \$250,000 in damages. Willig had be-

come an instant hero, though, and public opinion is not to be ignored—especially during an election year. Mayor Abraham Beame smililingly told the press a few days later that the city of New York had settled with Mr. Willig for a fine of \$1.10. That was 1 cent for each floor he had climbed!

And so, man had succeeded in conquering the second tallest building in the world. A spectacular achievement—but clearly not good enough! Over in Chicago stood the absolute champion, undisputed tallest inhabited structure in the world—the Sears Tower, reaching up a full 1,454 feet above Wacker Drive. But surely nobody would tackle this glass-faced monster in the treacherous blasts of the famed "Windy City" of Chicago.

Needless to say, someone would.

"Spiderman" Conquers The Sears Tower

They first noticed him at 6 A.M. on May 25, 1981. There was a man clinging to the outside of the Sears Tower, already at the 30th floor, dressed in a Spiderman suit! But inside the costume was no comic book creation—it was flesh-and-blood 25-year-old Dan Goodwin.

Within minutes the police and fire departments were on the scene. Goodwin was using a special tool that fit into the window washing tracks on the building. Only one problem, though. As he later recalled: "The metal was weaker than I expected. When I stepped down on the tool, it made a crunching sound, as if it were ready to rip away."

Ignoring this danger, Goodwin went on—only to find another hazard descending towards him. The fire department was lowering the window washing scaffolding straight at him! They moved downward. He continued upward. Suddenly, when they were just two floors above him, Goodwin reached into his backpack and pulled out a set of suction cups. Clamping them onto the windows, he moved sideways across the building, away from the descending scaffolding and towards another window washing track ten feet away.

His problems weren't over, though. When planning his climb, Goodwin hadn't counted on a thin coat of grease on the windows, placed there to keep them from scratching. That grease also

kept his suction cups from holding very long. In fact, they started sliding as soon as he put his weight on them, and would pop off completely every 10 seconds.

That meant Goodwin had to move fast when traveling by suction cup. Even that was okay, though . . . until he reached the 63rd floor.

The firemen were lowering the scaffolding at him again. He was suction-cupping his way across to yet another track when one of his three suction cups gave out completely—built-up grease from the window had made it useless.

Now he was standing on only two cups—and one of those was slipping! Suddenly another suction cup popped off—and the last one was sliding! Goodwin recalls those desperate moments.

"There was only one thing to do. I reached in my pack and grabbed a skyhook, a climbing device, and placed it on the window sill, which was about three-eighths of an inch wide. I stood on it, and it popped off. The suction cup slid with me. So I put the skyhook on the sill again, just slowly placed it there."

It held!

Finally, the firemen decided it was better to let Goodwin go than to risk killing him. He reached the top, 7½ hours after starting out, and fell into the arms of waiting police. Once again, public enthusiasm for a brave stunt saved the daring climber from major legal problems—the judge let him off with a \$35 fine for disorderly conduct.

The Height Of Insanity?

Building climbing is dangerous, spectacular, and very controversial. To many, these stunts are a public menace, wasting police time and tax dollars. To others, though, the spectacle of climbing mighty skyscrapers is the fulfillment of a fantasy—a contest between overpowering architecture and human daring. For the moment, the men are leading the competition—they've conquered the world's tallest inhabited structure. But even greater challenges are in the works. There are buildings on the drawing boards now which will strip the Sears Tower of its record someday—and when that happens, there are bound to be some new daredevils eager to visit the top floor of the world's tallest building in their own distinctive way. □



the Clubhouse Store



A. Only From The Atari Club!

The best way to keep your Atari equipment neat and easy to reach—the Atari Organizer! Leave your game console in this handy roll-about unit—lift the cover and you're ready to play! Holds all your cartridges, game books, and controllers. Study solid-core construction smoked acrylic doors and dust cover. Measurements: height 30 1/4", width 30", depth 11 1/4". Assembly required.

Item Code A43 \$49.98

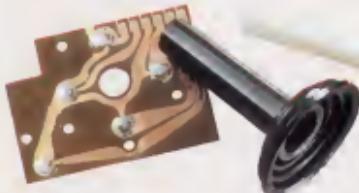


B. Always Ready for Atari Action!

Just flip up the dust cover of this terrific tabletop Game Center and you're ready to play! The bottom compartment holds your controllers and up to 27 cartridges and game books. Protects your system from dust and dirt—keeps your games at your fingertips.

Item Code A09 \$39.98

Joystick broken? Fix it yourself!



PMW

C. Is your Atari joystick wiggly, wobbly, or just not working? Now you can repair it yourself with the brand new Joystick Repair Kit! Each kit includes plastic insert, black outer cover for handle, printed circuit board, trigger springs, and easy-to-follow directions. A few minutes with a screwdriver in hand and your joystick is as good as new!

Item Code A70 \$4.98



E. Your Personal Hall of Fame. Who's tops in Space Invaders? What's your high score in Super Breakout? This official Atari Scoreboard displays your best scores for up to 9 games—just post them with the marker provided then wipe them off and change them as you improve. A Velcro® tab holds the marker on the board. 10 1/4" x 14".

Item Code A50 \$8.98

D. Keep Game Instruction Books at Your Fingertips. Game books are essential for Atari enjoyment—but try to keep track of them! Here's the perfect answer—the Atari Game Book Binder. Holds up to 22 books with our punching holes in them—prevents loss and wear.

Item Code A81 \$8.98

Available only from The Atari Club!



ALSO AVAILABLE

AC Adapter A01	\$ 6.98
Driving Controllers (Pair) A03	21.98
Joystick Controller (Single) A03	9.98
Keyboard Controller (Pair) A04	21.98
Paddle Controller (Pair) A05	14.98
TV Switch Box A06	6.98
Modular Cartridge Library A07	14.98
Game Cartridge Case A08	9.98
Dust Cover A10	7.98

Available only from The Atari Club!

E.T. CONTEST

Everyone knows what E.T. wants most in the world—to get home. Uh yes, and he's also developed a taste for candy pieces. So we've made him a contest which leaves it up to you to make E.T. happy. Of course, we want to make you happy too, so we're offering our grandest Grand Prize ever—an Atari 5200 game system plus eight game cartridges for the 5200! It's a prize worth over \$500! That's really something to phone home about!

The diagram below represents Elliott's home town, with three pieces of E.T.'s interplanetary telephone, and numbered piles of candy pieces at each intersection. Your goal—travel from the "Start" position to E.T.'s spaceship, moving from intersection to intersection, picking up the candy and phone pieces you pass on the way. The person who completes the journey with all three pieces of the phone and the greatest number of candy pieces is the Grand Prize winner—next highest wins second prize—the ten next highest totals each win a third prize. For entries with equal total scores, a drawing will be held to determine the winners. In addition, a random drawing will be held from all entries received by the deadline date to select 500 fourth prize winners.

Rules

- 1) Each move must take you over a complete road segment, from one candy pieces pile to another.
- 2) You can travel through any road segment twice and only twice, except for segments where you find a phone piece—you can only cross over each phone piece once.
- 3) Each time you reach a numbered circle, you add that number of candy pieces to your total.
- 4) Travelling through a road segment containing a telephone piece entitles you to pick up that piece. You must pick up all three pieces before reaching the ship.



Prizes

- One **FIRST PRIZE WINNER** will receive an Atari 5200 Advanced Game System and 8 Game Cartridges
- One **SECOND PRIZE WINNER** will choose any 5 Atari Game Program cartridges
- Ten **THIRD PRIZE WINNERS** will each receive an Atari Game Center Organizer
- 500 **FOURTH PRIZE WINNERS** will each receive an official Atari Age poster.

How To Enter:

Lot the number of each circle you reach on your travel in order in the blanks on the entry form provided (there are more blanks than you will need). Complete the order and entry forms and send them together in the envelope provided. **YOU MUST WRITE THE NUMBER OF CIRCLE POINTS YOU HAVE SCORED ON THE OUT SIDE OF YOUR ENVELOPE** — if this is not done, your entry will not be valid.

Final judging and drawings will be held on March 15, 1983 and winners will be announced in the May/June issue of Atari Age. Contest valid in Florida, North

Georgia, Ohio and West Virginia. Employees of Atari Inc. and other Warner Communications companies and their families are not eligible to win. Decisions of the judges will be final.

Actual odds of winning will be determined by the total number of valid entries submitted. Based upon the number of valid entries submitted in the Atari Age Sign Contest, the chance of winning a prize will be 1 in 1,000.

Estimated prize value: first prize \$140; second prize \$130; third prize \$40; fourth prize \$4.

LIFT PANEL
FOR ORDER FORM
AND CONTEST
ENTRY

This Envelope Contains:
□ Order Only
□ Current Entry Only
□ Order and Contest Entry

the **ATARI** club™
1700 Walnut Street
Philadelphia, Pennsylvania 19103

PLACE
STAMP
HERE

OPEN ENVELOPE FOR CONTEST ENTRY AND ORDER FORM

FREE BONUS OFFER!

Order \$40 or more from The Clubhouse Store and choose one of these three cartridges *absolutely FREE!*

**Pele's Soccer!
Othello!
Surround!**

This is a limited time offer —
ORDER TODAY

CALL TOLL-FREE
1-800-345-8600

(PA residents call 1-800-662-5180)



Arm Your Missiles...
Charge Up Your Shields!

Phoenix

is coming!

Atari is bringing another arcade hit home—and the Earth is in deep trouble!

Hordes of fearsome birds have descended on the planet, pelting us with deadly bombs. First come waves of small, tricky birds—then the Phoenix appears, and flocks of these deadly flying creatures bombard the planet below. You'll have to aim your laser cannon precisely—a Phoenix will survive all but the most accurate defensive fire.

Conquer four waves of feathered foes and you'll face the mastermind behind the invasion—an evil alien in a well-armed flying saucer. Shoot away at the hull, break through his protective force field, and fire into the very heart of his ship and you've done it—the ship explodes! Your point score soars! But wait...oh no!...here comes another wave of attacking birds! The battle goes on—the fun continues!

Atari PHOENIX comes to Earth in January—
ORDER TODAY AT YOUR SPECIAL MEMBER PRICE
Club Member Price \$26.95





We've been writing about the superb arcade-style graphics of the Atari 5200 system—now we'd like to show you just how good they really are.

Of course, the photos shown here can't give you the full effect of 5200 gameplay—the printed page can't capture the swooping attack patterns of *Galaxian*, the smooth, quick action of *Defender*, the frantic fury of a *Missile Command* bombardment, or all the truly spectacular sound effects. But even in these still pictures, the thrill of Atari 5200 video gaming comes through—quite simply, it is the finest home video game system on the market today.

Now You Can Order Your Atari 5200 With All Cartridges And Accessories From The Atari Club!

Your club now has Atari 5200 units ready to ship, along with a complete up-to-date selection of Atari 5200 games and accessories. No need to go searching—you've found it all here at the Club!

ATARI 5200 (comes with Super Breakout cartridge)
Item Code A60 \$249.95



Atari 5200 Game Cartridges

Defender	Item Code G07	\$39.95
Football	Item Code G08	\$31.95
Galaxian	Item Code G01	\$39.95
Missile Command	Item Code G02	\$31.95
Pac-Man	Item Code G06	\$39.95
Soccer	Item Code G05	\$31.95

Space Invaders	Item Code G03	\$31.95
Star Raiders	Item Code G04	\$39.95
CENTIPEDE (available January)	Item Code G09	\$39.95
COUNTERMEASURE (available February)	Item Code G10	\$31.95

ORDER TODAY! CALL TOLL-FREE 1-800-345-8600

(PA residents call 1-800-662-5180)

YOUR TURN

Can you fill in the names of 18 different Atari Game Cartridges in the blanks below?

A -
 T -
 A -
 R -
 I -
 B -
 R -
 I -
 N -
 G -
 S -
 F -
 U -
 N -
 H -
 O -
 M -
 E -

from Dan Frahn, Newark, Ohio
(Solution in next issue of *Atari Age*)

Here's another batch of Cub Reporter contributions from Club Members across the country. If you feel the urge to add your playing tips, news reports, cartoons, and other evidence of creativity to the Editor's mailbox, just send it to me at 1700 Walnut Street, Philadelphia, PA 19103. If we publish it, you'll receive an Atari Game Program cartridge

SM

Special Thanks...

for their outstanding Cub Reporter contributions go to Steve DeLee, Mishawaka, IN; Will Simpson, Los Angeles, CA; Don Schoeler, Dewey, OK; Ann Margaret Alpeter, Dundee, IL; Steve Polumbo, Warwick, RI; Rebecca Neal, Maryville, TN; Jeff Robinson, Keoarney, NB; Ryan Perkins, Orlando, FL; Darby A. Sanden, Athens, GA; Michael Lombardi, Philadelphia, PA; Tom Ikey, Newark, OH; Tom Yang, Livonia, MI; Kevin Porter, Medford, NJ; Lee DeVassor, Racine, WI; and Brian Kalmowski, Naugatuck, CT.

Sneaky Superman Game Secret

Before touching the joystick to start the game, depress the firing button. When you move the stick to start the game, Superman will remain in the air and not fall to the phone booth and become Clark Kent. Wait for the clock to tick off 2 seconds, then move the stick in the direction you want to fly and let go of the button. Superman will not turn into Clark Kent this way.

Also, the bridge will not blow up (you will find some extra bridge pieces in the blue subway, but you can ignore them). Using this trick, you can forget about building the bridge and concentrate on capturing the bad guys—my personal best time this way is 1 minute 20 seconds.

from Garrett Pasaro,
Downington, PA

from Paul M. Andreola,
Rochester, NY



Take Me Out To The Arcade

(sung to the tune of "Take Me Out to the Ballgame")

Take me out to the arcade,
 Take me out with my friends.
 I'll play me some Pac-Man and Asteroids Defense,
 I don't care if I run out of luck.
 'Cause it's shoot, shoot, shoot till the screen's cleared,
 If I don't win it's a shame.
 'Cause it's one, two, three ships you're gone,
 At the old arcade.

from Gary Coyle,
Eau Claire, WI



NEW
LOWER
PRICES

SAVE ON ALL ATARI CARTRIDGES

FOR CLUB MEMBERS ONLY!

SPORTS ARENA

- Basketball C05
- Bowling C07
- RealSports™ Baseball C95
- RealSports™ Football C98
- RealSports™ Volleyball C97
- Video Olympics™ C39
- Pele's Soccer™ C28

ADVENTURE TERRITORY

- Adventure C01
- E.T. C61
- Haunted House C43
- Raiders of the Lost Ark** C69
- SwordQuest™ EarthWorld™ C51
- SwordQuest™ FireWorld™ C52

\$26.95
39.95
39.95
26.95
31.95
31.95

CLUB MEMBER PRICE

\$ 9.95
8.95
26.95
26.95
26.95
9.95
9.95

SKILL GALLERY

- Breakout™ C09
- Circus ATARI™ C12
- Crazy Climber™ C88
- Demolition Derby™ C48
- Maze Craze™ C23
- Ms. Pac-Man™ C71
- Pac-Man™ C44
- Super Breakout™ C42
- Video Pinball C49

CLUB MEMBER PRICE

\$19.95
19.95
19.95
19.95
19.95
19.95
19.95
19.95

SPACE STATION

- Asteroids™ C01
- Berzerk™ C49
- Defender™ C46
- Missile Command™ C24
- Phoenix™ C70
- Space Invaders™ C31
- Star Raiders™ C50
- Vanguard™ C89
- Yars' Revenge™ C45

CLUB MEMBER PRICE

\$26.95
26.95
26.95
26.95
26.95
26.95
26.95
19.95

COMBAT ZONE

- Air-Sea Battle™ C02
- Warlords™ C01
- Surround™ C33

CLUB MEMBER PRICE

\$ 9.95
9.95
9.95

RACE TRACK

- Dodge 'Em™ C16
- Indy 500 C22
- Night Driver™ C29
- Street Racer™ C34

CLUB MEMBER PRICE

5.95
35.95
19.95

CLASSICS CORNER

- Ballygammer C04
- Caesar™ C11
- Video Chess™ C38
- Othello™ C26

19.95

LEARNING CENTER

- Math Gran Prix™ C47

\$19.95
19.95
9.95

FREE BONUS OFFER!

Order cartridges and/or merchandise totaling
\$40 or more from The Clubhouse Store and choose
one of these three cartridges **ABSOLUTELY FREE!**

Pele's Soccer! Othello! Surround!
This offer expires 2/28/83

ORDER TODAY!

CALL TOLL-FREE 1-800-345-8600
(PA residents call 1-800-662-5180)
or use the convenient Mail Order Form



*A.T.T. is a trademark of and licensed by University City Studios, Inc. All rights reserved.
**Raiders of the Lost Ark is a trademark of Lucasfilm Ltd. used by Lucasfilm Ltd. under license.
© 1982 Lucasfilm Ltd. (LFL) 1982

TM Pac-Man and Ms. Pac-Man are trademarks of Bally Midway
MIDI Co. is a trademark of Atari Inc. by Amico America Inc.
TM Asteroids is a trademark of Atari Inc.
TM Berzerk is a trademark of Stern Electronics, Inc.
TM Defender is a trademark of Williams Electronics, Inc.
TM Phoenix is a trademark of Bally Midway Corp.
TM Space Invaders is a registered trademark of CBS Inc. for
arcade-style video games and equipment.

the ATARI® club™

1700 WALNUT STREET
PHILADELPHIA,
PENNSYLVANIA 19103

BULK RATE
U.S. POSTAGE
PAID
THE ATARI CLUB

PEEL OFF LABEL,
AND ATTACH
TO ORDER FORM

VANGUARD

Fast-Blasting Arcade Action

You are in charge
of the Vanguard expedition.
Your ship—a heavily armed spacecopter,
with laser firepower aimed forward, backward
and to both sides at once!

Your mission—fly through the treacherous tunnels
of a hostile alien planet to reach the mythical
Mystery City and do battle with the
dreaded giant Gond!

Fearsome enemies await you
in the planet's twisting tunnels—
Hovering Mist ships, Helm balloons,
Harley rockets, tentaded Garimnes, flying Kermus snakes
and watch out for the rain of Romedas in the bleak Zone!

There are nine different attack waves in Vanguard.
Each turn of the tunnel brings you face to face with
new challenge—a fresh foe—a more perilous peril:
Think you can handle it?

**Vanguard Has Arrived—
Order Today At Your
Special Member Price!**

Club Member Price \$26.95

CALL TOLL-FREE 1-800-345-8600

(PA residents call 1-800-662-5180) or use the convenient Mail Order Form.